Racer Game

# High Level Concept/Design

## Concept Statement

Racer Game is a game about interstellar, high-paced death races, where the player is a contestant in one of the races. The player must avoid obstacles and react quickly to their environment, taking inspiration from the “endless runner” game archetype.

## Genre

This game is an “endless runner”-style game, carrying the primary feature of constant forward motion and inability to willingly stop. Accelerating often, the player must adapt to the low response-time environment to succeed.

## Target Audience

This game will target the casual crowd and will be formatted in the style of a mobile game for ease-of-access. The game should be able to reach a wide crowd with its playability.

## Unique Selling Points

The space theme of this game sets it apart from others in the genre.

# Product Design

## Player Experience and Game POV

The player experiences the game from a top-down perspective, controlling the player either through an attached keyboard or through their mobile device. A scrolling, parallax background gives players an impression of their speed.

The game takes place in a desolate, Mad Max-adjacent scenario where space “biker gangs” organize races and cause havoc. The player participates in these races, trying to survive to the end.

During play, the player should feel a sense of exhilaration as they manage to adapt to and overcome the increasing difficulty.

## Visual and Audio Style

Both the environment and the characters should evoke a sense of speed, first and foremost. The game should feel quick and snappy, and every effort should be made to give this impression.

Any present sound design should be “metal” and “grungy” in attitude. The atmosphere to match should be dirty and oil-slicked, like the aforementioned Mad Max inspiration.

## Game World Fiction

Humanity has expanded across the universe. As humanity expands, however, the harder it is to control. Large portions of the universe are divided into factions and gangs, unmanageable by lawful forces. Mad Max and Western influences abound in the fiction, and conflicts should be resolved through violence and mayhem respectively. Racing is a primary focus, as this is the leisure activity that has risen in popularity with the accessibility of new spacecraft.

## Monetization

The game will be free to play. Since this is not much more than a training exercise, no money will be charged to play it to encourage as much eyes and feedback as possible.

## Platform(s), Technology and Scope

The game will be listed on Itch.io, the Google Play store, and the Apple app store. This is a mobile game, to reduce the complexity of designing the play space. It will be a 2D game developed in the Godot engine, made solo by Alex Robinson. I will aim for a playable test in one month, with additional polish and mechanics added over an additional month. Very low risk, only input required is time, no monetary investment. Only free assets will be used for artwork.

# Detailed & Game Systems Design

## Core Loops

*How do game objects and the player’s actions form loops? Why is this engaging? How does this support player goals? What emergent results do you expect/hope to see? If F2P, where are the monetization points?*

The main gameplay loop will consist of starting a level, avoiding obstacles and gaining points over time, dying, and then resetting. Levels will be infinite and randomly generated. The player will want to have the highest score, and the score will be measured by how long one survives and how many obstacles one dodges at what speed. A possible point of monetization would be changing the texture of the player character (different ships, for example).

Objectives and Progression

*How does the player move through the game, literally and figuratively, from tutorial to end? What are their short-term and long-term goals (explicit or implicit)? How do these support the game concept, style, and player-fantasy?*

Route from tutorial to main gameplay should be very quick, a brief tutorial may be provided at the front through pop ups to UI elements. The player should feel mastery over the game easily.

Game Systems

*What systems are needed to make this game? Which ones are internal (simulation, etc.) and which does the player interact with?*

Basic systems include constant movement and speed increases, health management, collision detection with obstacles, the ability to change lanes of movement, and turning. A map should be infinitely generated, allowing for use of a random generation tool.